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DATE: Monday, December 18, 2006

Hide?	Set Name	Query	Hit Count
		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR	
☐	L16	L15 and non-constant same velocity and non-linear	0
☐	L15	715/799.ccls.	50
☐	L14	715/782.ccls.	86
☐	L13	715/781.ccls.	654
☐	L12	715/757.ccls.	109
		DB=USPT; PLUR=YES; OP=OR	
☐	L11	non-constant same velocity and non-linear same function and path same movement	4
☐	L10	non-constant same velocity and non-linear same function and GUI	0
		DB=PGPB,USPT; PLUR=YES; OP=OR	
☐	L9	non-constant same velocity and non-linear same function and GUI	1
☐	L8	L6 and constant same velocity	5
☐	L7	L6 and path and movement and velocity and time and linear	6
☐	L6	nguyen-kimbinh-$.xa.	203
☐	L5	L4 and non-constant	15
☐	L4	GUI and path same movement and velocity and non-linear	82
☐	L3	window same moving and non-constant same velocity and non-linear and GUI	1
☐	L2	(non-linear or discrete) same function and non-constant same velocity and movement same path and GUI	1
☐	L1	(non-linear or discrete) same function and non-constant same velocity and movement same path and GUI and object same moving and period same time	1

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GUI and non-constant velocity and non-linear | Search | Advanced Search Preferences

The "AND" operator is unnecessary -- we include all search terms by default. [details]

Web Results **1** - **10** of about **362** for **GUI and non-constant velocity and non-linear function** . (**0.42** seconds)

Did you mean: GUI and non-constant velocity and ***nonlinear*** function

Scholarly articles for **GUI and non-constant velocity and non-linear function**

Implementation of a friction estimation and compensation ... - Amin - Cited by 27
Canonical quantization of nonlinear many-body systems - Scarfone - Cited by 5

EP1374025 Apple european software patent - Time-based, **non ...**
The semicircle, therefore, represents a **non-constant velocity function** over the ... The method of claim 1 wherein said **function** is a **non-linear function**. ...
gauss.ffii.org/PatentView/EP1374025 - 59k - Cached - Similar pages

[PPT] tam.cornell.edu/~als93/wb1310spring2006/Adams_hand...
File Format: Microsoft Powerpoint - View as HTML
Motion Generators with **non-constant velocity**. Joints & Motion Generators. 29. Multibody Dynamics A, wb1310. To enter a complex mathematical **function** of time ...
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Nonlinear Science FAQ
In algebra, we define linearity in terms of **functions** that have the property f(x+y) = f(x)+f(y) and f(ax) = af(x). **Nonlinear** is defined as the negation of ...
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Path: senator-bedfellow.mit.edu!bloom-beacon.mit.edu!newsfeed ...
Most of **nonlinear** science--and everything in this FAQ--deals with ... **function** (a **function** that is continuous, differentiable, increasing, **non-constant**, ...
www.faqs.org/ftp/faqs/sci/**nonlinear**-faq - 100k - Cached - Similar pages

[PDF] A **non-linear** spacecraft attitude tracking controller for large **non ...**
File Format: PDF/Adobe Acrobat
inner **velocity** loop that tracks the desired rate command. and an outer attitude loop that tracks the desired. attitude command. Various **non-linear** ...
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File Format: PDF/Adobe Acrobat - View as HTML
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File Format: PDF/Adobe Acrobat - View as HTML
Ball with Staircase. • Models a system. with **nonconstant**. dynamics. • Single-state. model, when ball. collides with step,. **velocity** inverts. with random ...
dora.cwru.edu/msb/pubs/jalMSpres.pdf - Similar pages

Phys. Rev. E 71, 051103 (2005): Scarfone - Canonical quantization ...
0, Eq. s3.24d becomes a nonlin-ear Hamilton-Jacobi equation for **function** S. It differs

fromthe classical one owing to the presence of the **nonlinear** term ...
link.aps.org/doi/10.1103/PhysRevE.71.051103 - Similar pages

Nonlinear Science FAQ
If we start the ball at a point in the bowl with a **velocity** too small to reach ... (a **function** that is continuous, differentiable, increasing, **non-constant**, ...
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a **nonlinear** observer to estimate the friction and to can-. cel it by generating an equal and ... **non-constant** friction which is. a **function** of **velocity**. ...
ieeexplore.ieee.org/iel1/37/13340/00608554.pdf?arnumber=608554 - Similar pages

Did you mean to search for: GUI and non-constant velocity and ***nonlinear*** function

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		DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR	
☐	L13	L12 and (constant or non-constant)	47
☐	L12	velocity and non-linear and path same movement and period same time and (sin or sinusoidal) same function and object same axis	48
☐	L11	L10 and 345/$.ccls.	9
☐	L10	L8 and position and (sin or sinusoidal) same function	525
☐	L9	L8 and position and sin$8 same function	620
☐	L8	path same movement and constant same velocity and time and (linear or non-linear)	5851
☐	L7	path same movement and constant same velocity and time	12760
☐	L6	path same movement and GUI and time and non-constant same velocity and (linear or non-linear)	1
		DB=USPT; PLUR=YES; OP=OR	
☐	L5	l2 and path and velocity and linear	0
☐	L4	l1 and path and velocity and linear	0
☐	L3	L2 and l1	0
☐	L2	5689628.pn.	1
☐	L1	5608850.pn.	1

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	DB=PGPB,USPT,USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=OR		
☐	L9	345/473.ccls.	1328
☐	L8	345/427.ccls.	805
☐	L7	L5 and 715/$.ccls.	0
☐	L6	L5 and 345/$.ccls.	1
☐	L5	L4 and position and start$3 and end$3	94
☐	L4	L3 and (sin or sinusoidal) same function	94
☐	L3	L2 and period same time	115
☐	L2	GUI and (movement or moving)same object and path and axis and constant same velocity and non-linear	124
☐	L1	GUI and (movement or moving)same object and path and axis and non-constant same velocity and non-linear	1

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Day : Monday
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PALM INTRANET

Time: 15:27:35

Inventor Name Search Result

Your Search was:

Last Name = ORDING
First Name = BAS

Application#	Patent#	Status	Date Filed	Title	Inventor Name
09467074	Not Issued	132	12/20/1999	USER INTERFACE FOR PROVIDING CONSOLIDATION AND ACCESS	ORDING, BAS
09477738	6396520	150	01/05/2000	METHOD OF TRANSITION BETWEEN WINDOW STATES	ORDING, BAS
09754052	6927770	150	01/05/2001	INTERFACE PROVIDING CONTINUOUS FEEDBACK ON TASK PROGRESS IN A COMPUTER OPERATING SYSTEM	ORDING, BAS
09754147	Not Issued	71	01/05/2001	Time-based, non-constant translation of user interface objects between states	ORDING, BAS
10012284	Not Issued	71	12/12/2001	Method and system for automatic window resizing in a graphical user interface	ORDING, BAS
10090627	Not Issued	61	03/06/2002	AMINATED MENU BAR	ORDING, BAS
10100067	Not Issued	132	03/19/2002	Dynamically changing appearances for user interface elements during drag-and-drop operations	ORDING, BAS
10101302	Not Issued	123	03/18/2002	Method and apparatus for controlling a display of a data processing system	ORDING, BAS
10193573	Not Issued	71	07/10/2002	Method and apparatus for displaying a window for a user interface	ORDING, BAS
10402311	Not Issued	61	03/26/2003	Computer light adjustment	ORDING, BAS
10465855	Not Issued	41	06/20/2003	Computer interface having a virtual single-layer mode for viewing overlapping objects	ORDING, BAS

10689687	Not Issued	41	10/22/2003	Computer interface having a virtual single-layer mode for viewing overlapping objects	ORDING, BAS
10835458	Not Issued	30	04/30/2004	User interface presentation of information in reconfigured or overlapping containers	ORDING, BAS
10859823	Not Issued	30	06/02/2004	User interface with inline customization	ORDING, BAS
10873661	Not Issued	30	06/21/2004	Methods and apparatuses for operating a data processing system	ORDING, BAS
10875077	Not Issued	30	06/22/2004	Indicating hierarchy in a computer system with a graphical user interface	ORDING, BAS
10876298	Not Issued	61	06/24/2004	User-interface design	ORDING, BAS
10877584	Not Issued	30	06/25/2004	Methods and systems for managing data	ORDING, BAS
10903964	Not Issued	30	07/30/2004	Gestures for touch sensitive input devices	ORDING, BAS
10927575	Not Issued	30	08/25/2004	Wide touchpad on a portable computer	ORDING, BAS
10985630	Not Issued	30	11/10/2004	Highlighting icons for search results	ORDING, BAS
11037272	Not Issued	30	01/18/2005	Systems and methods for organizing data items	ORDING, BAS
11037288	Not Issued	25	01/18/2005	Systems and methods for presenting data items	ORDING, BAS
11038590	Not Issued	25	01/18/2005	Mode-based graphical user interfaces for touch sensitive input devices	ORDING, BAS
11048264	Not Issued	30	01/31/2005	Gestures for touch sensitive input devices	ORDING, BAS
11112253	Not Issued	30	04/22/2005	Methods and systems for managing data	ORDING, BAS
11112305	Not Issued	25	04/22/2005	Methods and systems for managing data	ORDING, BAS
11112350	Not Issued	30	04/22/2005	Methods and systems for managing data	ORDING, BAS
11179076	Not Issued	30	07/11/2005	User interface for dynamically managing presentations	ORDING, BAS
11226454	Not Issued	25	09/15/2005	Displaying a set of data elements	ORDING, BAS
11228700	Not	20	09/16/2005	Operation of a computer with	ORDING, BAS

	Issued			touch screen interface	
11228737	Not Issued	20	09/16/2005	Activating virtual keys of a touch-screen virtual keyboard	ORDING, BAS
11228758	Not Issued	20	09/16/2005	Virtual input device placement on a touch screen user interface	ORDING, BAS
11240788	Not Issued	20	09/30/2005	Proximity detector in handheld device	ORDING, BAS
11241839	Not Issued	20	09/30/2005	Proximity detector in handheld device	ORDING, BAS
11322547	Not Issued	30	12/23/2005	Scrolling list with floating adjacent index symbols	ORDING, BAS
11322548	Not Issued	25	12/23/2005	Soft key interaction indicator	ORDING, BAS
11322549	Not Issued	30	12/23/2005	Unlocking a device by performing gestures on an unlock image	ORDING, BAS
11322550	Not Issued	30	12/23/2005	Indication of progress towards satisfaction of a user input condition	ORDING, BAS
11322551	Not Issued	25	12/23/2005	Continuous scrolling list with acceleration	ORDING, BAS
11322552	Not Issued	30	12/23/2005	Account information display for portable communication device	ORDING, BAS
11322553	Not Issued	30	12/23/2005	List scrolling in response to moving contact over list of index symbols	ORDING, BAS
11338457	Not Issued	20	01/23/2006	Methods and systems for managing data	ORDING, BAS
11338469	Not Issued	30	01/23/2006	Methods and systems for management data	ORDING, BAS
11338540	Not Issued	30	01/23/2006	Methods and systems for managing data	ORDING, BAS
11342373	Not Issued	30	01/27/2006	Methods and systems for managing data	ORDING, BAS
11342381	Not Issued	20	01/27/2006	Methods and systems for managing data	ORDING, BAS
11343802	Not Issued	20	01/30/2006	Methods and systems for managing data	ORDING, BAS
11343805	Not Issued	30	01/30/2006	Methods and systems for managing data	ORDING, BAS
11344935	Not Issued	20	01/31/2006	Methods and systems for managing data	ORDING, BAS

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#2	(non-linear interactive motion control technique for virtual space<IN>metadata)
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Terms used
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1 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

2 Moving objects in space: exploiting proprioception in virtual-environment interaction

Mark R. Mine, Frederick P. Brooks, Carlo H. Sequin
August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: pdf(296.24 KB) Additional Information: full citation, references, citings, index terms

Keywords: manipulation, navigation, selection, virtual environments, virtual worlds

3 Courses: Exploiting perception in high-fidelity virtual environments

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(5.25 MB) Additional Information: full citation, abstract

This course introduces high-fidelity virtual environments and explains the key components required to build compelling environments. Then it details perceptually inspired techniques that facilitate high-fidelity rendering, collaboration, and complex interaction in these virtual environments. Particular emphasis is placed on real applications, with several live demonstrations.

4 Courses: Performance-driven facial animation

Fred Pighin, J. P. Lewis , George Borshukov , Chris Bregler , Parag Havaldar , Thomas Kang , Jim Radford , Mark Sagar , Steve Sullivan , Tom Tolles , Li Zhang
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(34.74 MB) Additional Information: full citation, abstract

Performance-driven facial animation (PDFA) has recently been adopted in a number of important entertainment projects. This course describes tracking, cross mapping, and model derivation technologies used in PDFA, and summarizes unresolved issues. Leading researchers and industry specialists present current and forthcoming motion-capture techniques, cross-mapping technologies, and application case studies from important recent and current projects.

5 Courses: Spatial augmented reality

Oliver Bimber, Ramesh Raskar
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(22.57 MB) Additional Information: full citation, abstract

A survey of the latest techniques for augmented reality, which go beyond conventional head-mounted displays. The tutorial introduces prototypes, explains rendering and calibration algorithms, discusses case studies, and presents practical experience. Attendees learn about new applications enabled by current augmented-reality techniques that combine the real and virtual worlds in art, science, education, and industry.

6 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

7 Projectors: advanced graphics and vision techniques

Ramesh Raskar
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(6.53 MB) Additional Information: full citation

8 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications.

As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

9 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.64 MB) Additional Information: full citation

10 Navigation and interaction: Scope-based interaction: a technique for interaction in an image-based virtual environment

Shunsuke Yoshida, Kunio Yamada, Kenji Mochizuki, Kiyoharu Aizawa, Takahiro Saito
May 2002 **Proceedings of the workshop on Virtual environments 2002 EGVE '02**

Publisher: Eurographics Association

Full text available: pdf(6.14 MB) Additional Information: full citation, abstract, references, index terms

Multimedia Ambiance Communication is a means to achieve shared-space communication in an immersive environment constructed of photo-realistic natural images where users can feel they are part of the environment. An image-based virtual environment is generally represented as an extensive field, in scenes showing mainly a landscape, and most objects are beyond the viewer's reach. Additionally, it usually has a single suitable point for observation because of limitations in the capture and represen ...

11 GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(63.03 MB) Additional Information: full citation, abstract, citings

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

12 Applications of visualization: Visualizing 3D scenes using non-linear projections and data mining of previous camera movements

Karan Singh, Ravin Balakrishnan
November 2004 **Proceedings of the 3rd international conference on Computer graphics, virtual reality, visualisation and interaction in Africa**

Publisher: ACM Press

Full text available: pdf(973.35 KB) Additional Information: full citation, abstract, references, index terms

We describe techniques for exploring 3D scenes by combining non-linear projections with the interactive data mining of camera navigations from previous explorations. Our approach is motivated by two key observations: First, that there is a wealth of information in prior explorations of a scene that can assist in future presentations of the same scene. Second, current linear perspective camera models produce images that are too limited to adequately capture the complexity of many 3D scenes. Th ...

Keywords: camera visualization, data mining, non-linear projection

13 Navigation and interaction: ShowMotion: camera motion based 3D design review

Nicolas Burtnyk, Azam Khan, George Fitzmaurice, Gordon Kurtenbach

March 2006 **Proceedings of the 2006 symposium on Interactive 3D graphics and games SI3D '06**

Publisher: ACM Press

Full text available: pdf(404.38 KB) Additional Information: full citation, abstract, references, index terms

We describe a new interactive system for 3D design review, built to exploit the visual perception cue of motion parallax, in order to enhance shape perception and aesthetic evaluation. Traditional CAD applications typically use "bookmarked" static views for design evaluation. In our system, we replace static views with moving "shots" interspersed with cinematic visual transitions. Furthermore, users can access shots by picking object features on the 3D model, which invokes a spatial search over ...

Keywords: 3D navigation, 3D viewers, 3D visualization, camera controls, design review, interaction techniques

14 Non-isomorphic 3D rotational techniques

Ivan Poupyrev, Suzanne Weghorst, Sidney Fels

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(1.10 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper demonstrates how non-isomorphic rotational mappings and interaction techniques can be designed and used to build effective spatial 3D user interfaces. In this paper, we develop a mathematical framework allowing us to design non-isomorphic 3D rotational mappings and techniques, investigate their usability properties, and evaluate their user performance characteristics. The results suggest that non-isomorphic rotational mappings can be an effective tool in building high-quality manip ...

Keywords: 3D user interfaces, 6DOF input devices, interaction techniques, interactive 3D rotations, motor control

15 Courses: An introduction to sketch-based interfaces

Joseph LaViola, Randall Davis, Takeo Igarashi

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(31.58 MB) Additional Information: full citation, abstract

Sketch-based interfaces are a natural, pencil-and-paper-like approach to interacting with a variety of applications, including conceptual modeling, animation, and note-taking systems. This course offers an in-depth discussion of sketch-based interface design, ranging from simple gestural commands to complex sketch-understanding systems. Attendees will learn how these interfaces are designed and how to develop their own.

16 A hierarchical approach to interactive motion editing for human-like figures

Jehee Lee, Sung Yong Shin

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(2.69 MB) Additional Information: full citation, references, citings, index terms

Keywords: hierarchical techniques, inverse kinematics, motion adaptation, motion editing, spacetime constraints

17 Motion re-use: Precomputing avatar behavior from human motion data

Jehee Lee, Kang Hoon Lee
August 2004 **Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium on Computer animation**
Publisher: ACM Press
Full text available: pdf(498.51 KB) Additional Information: full citation, abstract, references, index terms

Creating controllable, responsive avatars is an important problem in computer games and virtual environments. Recently, large collections of motion capture data have been exploited for increased realism in avatar animation and control. Large motion sets have the advantage of accommodating a broad variety of natural human motion. However, when a motion set is large, the time required to identify an appropriate sequence of motions is the bottleneck for achieving interactive avatar control. In t ...

18 Motion capture data: interaction and selection: Performance animation from low-dimensional control signals

Jinxiang Chai, Jessica K. Hodgins
July 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 3
Publisher: ACM Press
Full text available: pdf(1.55 MB) mov(26:4 MIN) Additional Information: full citation, abstract, references, citings, index terms

This paper introduces an approach to performance animation that employs video cameras and a small set of retro-reflective markers to create a low-cost, easy-to-use system that might someday be practical for home use. The low-dimensional control signals from the user's performance are supplemented by a database of pre-recorded human motion. At run time, the system automatically learns a series of local models from a set of motion capture examples that are a close match to the marker locations cap ...

Keywords: dimensionality reduction, lazy learning, local modeling, motion capture data, online control of human motion, performance animation, vision-based interface

19 The go-go interaction technique: non-linear mapping for direct manipulation in VR

Ivan Poupyrev, Mark Billinghurst, Suzanne Weghorst, Tadao Ichikawa
November 1996 **Proceedings of the 9th annual ACM symposium on User interface software and technology**
Publisher: ACM Press
Full text available: pdf(292.92 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D user interface, user interface metaphor, virtual reality

20 High dynamic range imaging

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press

Full text available: pdf(20.22 MB) Additional Information: full citation, abstract

Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor ...

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